# Interim Project Pitch Notes

## Game Title:

My game is going to target the triple A platforms and Games Pc’s. My target age of potential players are 16 years and older who are into Tactical, Exploring and Competitive games. I have chosen age 16 and above due to realistic portrayals of violence, more frequent/references towards the use of language.

## Game Outline/Story:

My game is based in America in 2021 where the player’s character is Donald Trump and the player is dropped into the game world and starts at the entrance of the white house. The player isn’t told what happened to America but visually is told the city is in a state of chaos. The player learns the basic scenario when a secret serviceman guide comes up and updates Trump of the countries status.

The players choices during gameplay effects there status at that moment and can effect allied and enemy character allegiance after a certain amount of decisions. The player has to make majority bad choices (Trump) in order for good results to come from it but the player can chose to make good choices but at the risk of losing allies.

The player’s main goal is to escape to Mexico before being killed by any American citizen or soldier.

## Context/ Environment:

Players will be encountering major and minor political rivals during a play through of the game. All the levels players will be in will have signs of vegetation and destruction depending on where the player is and the difficulty they are currently on. Each time the player get closer to the Mexican border the player’s enemies will get stronger and the potential of help and allies are reduced.

During gameplay epically towards the explorer gamer there Intel collections that can be found which can hold special weapons as well as the backstory towards what happened to America. These include stories of the player’s character introducing a stupid policy or declaring something onto twitter. This adds character story and depth.

## Game Characters:

There’s a variety of characters in my game, the main one being the players character Donald Trump. There are main enemies such as Hillary Clinton and other major presidential candidates. There’s a lot of minor characters such as trump enthusiasts and the American people who are weak allies/ enemies but can be a nuisance and be a threat in numbers. There will be stronger allies and enemies such as secret service, National Guard and American/ Mexican police.

## Gameplay:

My game is going to be a third person shooter role playing game where the players have to move across America in a birds eye view. Players need to explore, discover and then escape America without being killed by enemies or fake allies. Players can collect pickups, rewards, currency, and ammo from dead enemies after killing them or small crates that can be found across the map. This encourages exploration. Players are intruded to new abilities as they progress through the game.

Current art style is realistic for in game playing but somewhat cartoonish like Civilisation Revolution

## Game Balancing:

To help balance the game out and avoid a dominant strategy being discovered and undertook by players. Players can earn extra bonuses during a main level/ city location but only for that specific level. This will help encourage players to explore the level, strategies the use of the weapons and complete with other players and AI. If players are struggling on a certain checkpoint/ area in a level they are offered help for free depending on what they have active.

## World/ Locations:

Each main city and state in America is represented on the map with an iconic building/ structure so the players have a better idea where they are travelling too when they move towards that location. Cities/ states will also give basic difficulty level and potential rewards the player can win after the completing the level. Depending on the players current location soundtracks and music will be played to add suspense and to try and encourage players to strategize knowing there’s a big enemy close or something really helpful.

## Game Mechanics:

Players will interact with different objects during gameplay such as opening door, ducking down broken parts of a house. They will also be using generic actions such as running and jumping. Players will find or fall into different traps or hazards set by enemies or naturally made which can potentially hurt or kill them during the game causing the players to be careful where they step. Players will also have an assistance wheel where they can use in game currency to purchase help such as National Guard help or super weapons for a limited amount of time.